

# GENERAL MEETING

TUESDAY  
APRIL 1st 1997

8:00PM

San Leandro Community Library  
300 Estudillo Avenue - San  
Leandro

**Get on Pac Bell's Toll Road to the  
Information SuperHighway...**

***Call the SLCC BBS!!***

**Inside the 6502 West**

@

**510+895-8022**

*Tell them Bob sent you!*

**SLCC**

**P.O. BOX 1506**

**San Leandro, CA 94577-0374**



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09/30/97

## Club Officers:

<b>President</b>	Robbie Bridges	(510)797-5636
<b>Vice President</b>	Peter Chen	(408)259-9642
<b>Treasurer</b>	Glenn Fowler	(510)530-7128
<b>Secretary</b>	Jim Moran	(510)865-6122

### Software Chairmen:

8-Bit	Bob Scholar	(510)232-5330
8-Bit	Terry Stearns	TMLWC
16/32-Bit	Glenn Fowler	(510)530-7128

### Disk Librarians:

8-Bit	Glenn Fowler	(510)530-7128
16/32-Bit		

## Special Interest Groups:

Beginners ST	Jim Moran	(510)865-6122
Beginners 8-Bit	Glenn Fowler	(510)530-7128
Beginners Clone	Jim Moran	(510)865-6122

### Journal Staff

8-Bit Editor	Bob Woolley	(510)865-1672
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## Minutes & Stuff

President Robbie Bridges called the March meeting to order at the normal hour of 8 PM. All Officers were in attendance, a little shaky but in attendance. (Happy hour has to be cut off sooner)

Robbie reported all the new and important Atari news, which took about 8 seconds and proceeded to list all the goodies for the raffle.

What Robbie didn't discuss was the annual nomination and election of Officers, which will start at the April meeting. Nominations will be held at the April, May and June meetings with the election during the June meeting. New Officers will assume office at the July meeting.

In past years we have had far to many members running for Office. This causes the Official ballot to be far to long and unwieldy, so this year it has been proposed that we put all members' names in a hat, draw twelve names, three for each of the offices. Any other nominees will have to present a nomination request with signed nominations from 25 members. With this new politically correct system, all members will have a chance at the high paying offices. If this doesn't work we will just have to cut the Officers pay.

Old Scraggly dragged Teary Stearns kicking and screaming to the meeting to do the March Floppy. Teary searched far and wide to find a game to put on the Floppy that he could demonstrate and actually win. Well after all these months of consistently losers he found Karate Master, a game that he was able to win. After this win all the other

programs, mostly text adventures Like Windsloe and Black Hole were anticlimactic.

After all this excitement the crooked raffle was held with all the usual winners and the meeting was adjourned about 9:30.

Jim Moran -- Secretary

## Stuff,

The April PC Computing magazine has an extensive article on the recent development of the "Tube" modems and computers by the Russians. If these machines are licensed for use in the United States they could put Intel and a few others out of business. The Tube modems are running at 134.4 Kpbs, almost three times faster than anything available in the US. The Tube computers run faster than even the best chip Intel has on the drawing board. While the modems are ready now the computers have a way to go. It seems they are developing to much heat when used for any length of time at over 400 MHz. The article in PC Computing starts on page 67.

When IBM and Rockwell get the US license for this equipment we will all need new machines as nothing can be upgraded. Oh Well!!

It has been announced that Windows 97 has become Windows 98. Now what am I going to do with my copy of Office 97?

## D.O.M. MARCH 1997

### SUMMARY =====

The front of this DOM has 3 Games and 1 UTILITY. The back has 7 great DEMOs and 1 UTILITY.

The Games use 5 files. The HELP40 UTILITY has 7. The back's 7 DEMOs are from BELLCOM. I added 1 UTILITY.

\*\*DIRECTORY of DISK #1504\*\*

Front:- Boot with BASIC!

```
* D.O.M.--> 000 *(<-No. 1504a 000
*SAN LEANDRO 000 *COMP.. CLUB 000
DOB      SYS 037 SLCC1504DOC 029
AUTORUN  SYS 002 HELLO      011
MENU      034 JEOPARDYBAS 108
LAUNCH   BAS 075 MOONLORDBAS 129
MOONLORDFNT 009 MOONLORDML 001
AWHELP    DOC 045 HELP40  OBJ 002
HELP40    HLP 008 HELP40  LST 004
ICODE     BAS 015 HELP40  DOC 045
RAMDISK   COM 009 SOLAR3   HLP 008
SOLAR     BAS 115 SOLAR    HLP 008
SOLAR2    HLP 008 P        004
```

001 FREE SECTORS

Back:- Boot without BASIC!! (It has a Boot Sector 'MiniMenu'.)

```
DIZZY    COM 147 MUSICBOXCOM 083
NOSE     COM 180 WOOFWOOFCOM 025
GIRL     COM 136 DOWNTOWNCOM 045
TECHPOP  COM 066 DIR3     OBJ 012
013 FREE SECTORS
```

## PROGRAM DETAILS

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JEOPARDY.BAS:- an action Game for 1- 2 players and Joysticks. From the Bellcom library. You climb to the top while under fire. Space bar pauses & resumes. It has instructions.

LAUNCH.BAS by David Schwener from ANALOG #46 (9/86). A Puzzle/Game like MASTERMIND. You have thirty-six hours and your Joystick to disable 12 ICBMs by finding their launch codes.

MOONLORD.BAS- by Clayton Walnum, is also from ANALOG #46. The Game is a fight to defeat alien invaders. It is complicated,- but understandable. Read the article, if you can! It has two auxiliary files.

HELP(4.0)- uses 7 files. It is a UTILITY - for programmers who want to add the XL/XE HELP function to their BASIC programs. Included are several auxiliary files; DOCs; and examples.

Boot the Back WITHOUT BASIC!

=====

It has 7 DEMOs, from BELLCOM; and one UTILITY which I added. They are:-

DIZZY.COM (Splitting Headache) is a gRaphics DEMO from PALACE (Pasadena Area Local Atari Comp.. Enthusiasts). Use your console keys to control the spiralling effects.

MUSICBOX.COM (Enchanted Music Box) is a sound & gRaphics DEMO displaying and playing 10 tunes from a Menu! How this much data can be put in just 83 Sectors is beyond my understanding!!

NOSE.COM (Digital NOSEbleed), also from PALACE, is another gRaphics DEMO best described as a colorful rotating wire-frame design. [START] reverses.

WOOFWOOF.COM (Woofer) is a sound DEMO (in 25 sectors). Press keys to hear dogs barking,- or play a tune.

GIRL.COM - a digitized music DEMO featuring the tune 'Girl, you really got me'. You can really hear words!!

DOWNTOWN.COM a DEMO from Germany showing the 8-bit Atari's sound & gR. capabilities and voices. Hold [START] to get this one going. Kai Foerst is the programmer.

TECHPOP.COM - a DEMO in which you press the number keys, and some other ones (try it and see which) to create rhythmic percussion effects.

DIR3.OBJ is a UTILITY by Matthew J. W. Ratcliff,- from ANALOG #79 (the last issue). It shows DIRectories, 3 across, on screen,- but no file size. For any ATARI DOS or SpartaDOS X. Use FULMenu (on this disk's front) to RUN it. It's self-explanatory.